

## Articles



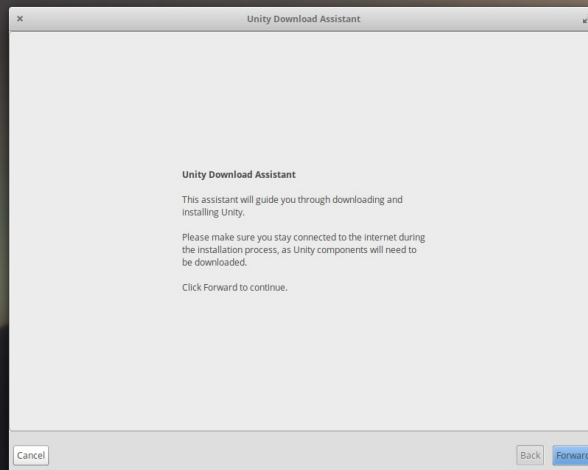
## Install Unity on Elementary OS

### Preface

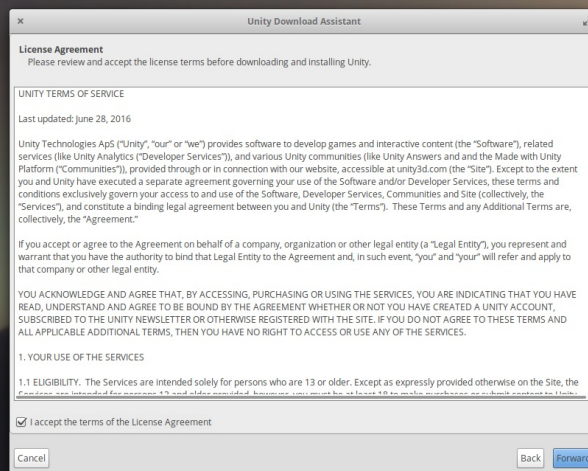
In the last weeks I have often played with the idea to revive my [Cyberspace Project](#) or maybe even to develop my own little computer game. So I first asked myself how easy it is to install the Unreal Engine on Linux. During the research someone wrote me that I could try out the [Unity game engine](#). Whenever there was talk about the Unity Engine I had a mental picture of the developed games in front of my eyes. [The long Dark](#), [Firewatch](#) or [Life is Strange: Before the Storm](#). A modern design with pleasant colors and simple shapes. More on design than on technique. People have all prejudices and in a [list of Unity games](#) you can also find interesting underdog titles like [The Forest](#), [Shadowrun Returns](#), [Rim World](#) or the [Kerbal Space Program](#). I even played Shadowrun myself and think it's really good. I've always had such small reservations and since you can only get rid of them if you try something new, I'm describing the installation of the Unity Engine on Elementary OS, which I actually wanted to have [replaced with a new operating system](#).

### Install

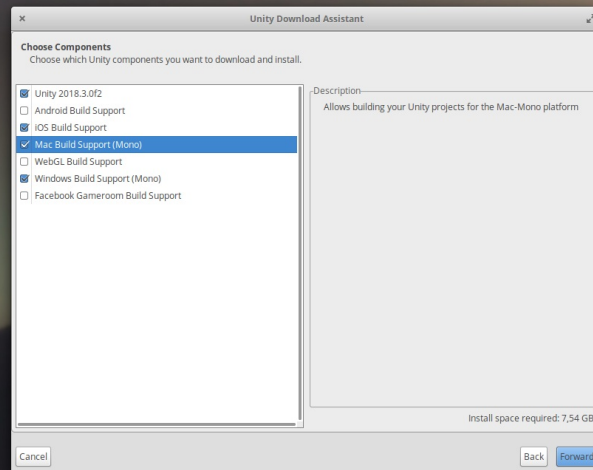
First we download the latest version of the installer and save it in a place where you can quickly find the file again. We open the terminal. With `sha1 UnitySetup-2018.3.0f2` we control the sha1 hash value (sha1: 0540e0a57293e41548a0306108aae8beababc0ee). Then we make the file executable with `sudo chmod +x UnitySetup-2018.3.0f2`. Finally we start the Unity installer with `sudo ./UnitySetup-2018.3.0f2` and are guided into the graphical installation routine.



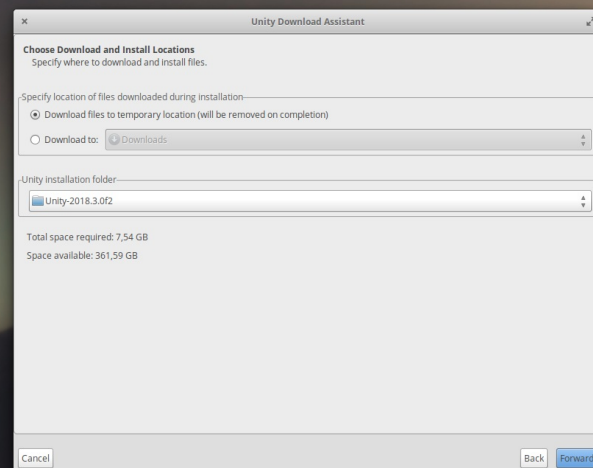
In the first window an introductory text is displayed, we click on the forward button in the lower right corner.

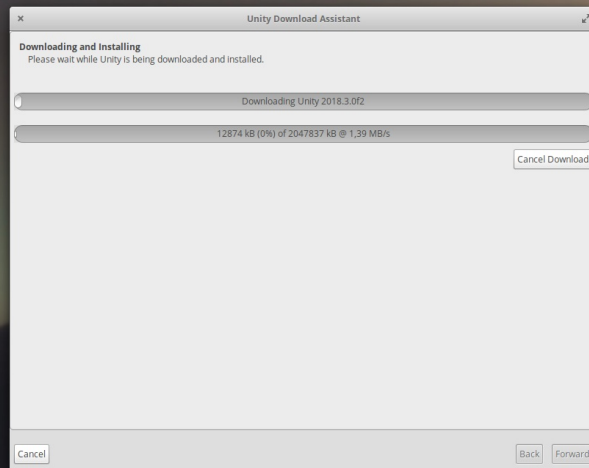


Now you can see the license you want to accept by clicking on the checkbox in the lower left corner. Do yourselves a favor and read through what you're signing because you want to avoid bad problems. Should a game of yours ever make a breakthrough (like [Minecraft](#)), you should have dealt with the legal consequences.



Now we're supposed to choose the components. I decided for Unity, iOS, Mac Build and Windows. Games on smartphones like Android are all, really all bad. I don't play on smartphones myself and don't see any ambitions for me to develop this platform. WebGL is a nice experiment, but I'm not interested because I separate web and games consistently. Facebook is so massive on the descending branch, the Unity download assistant can also ask me if I want to develop games for MySpace. So I'm not interested. But there are many other platforms, like e.g. known consoles that you can include in your planning.






Now all we have to do is create the installation path and the Unity Engine can be downloaded. This will take a while (it also depends on how fast your internet connection is) and you can make yourself a tea in the meantime.

### After the Unity engine install

After the installation it is important to do some things. So we need, just like with the [Unreal Engine](#), an account.

A screenshot of the Unity website's 'Create a Unity ID' registration form. The form is white and centered on a dark background. At the top left is the Unity logo. At the top right is a progress bar with four steps: 'Sign in' (active), 'License', 'My Profile', and 'Thank you'. The main heading is 'Create a Unity ID'. Below it is a link: 'If you already have a Unity ID, please [sign in here](#).' The form contains four input fields: 'Email', 'Password', 'Username', and 'Full Name'. Below these fields are two checkboxes: 'I agree to the Unity Terms of Use and Privacy Policy' and 'I understand that by checking this box, I am agreeing to receive promotional materials from Unity'. To the right of these checkboxes are two buttons: 'Already have a Unity ID?' and 'Create a Unity ID'. At the bottom, there is a line with 'Or' in the center.

We enter our e-mail, a username, a password and a full name in the checkboxes. You need an existing internet connection, because you will get a Lnk in a mail, which you enter in a browser, so that the account will be accepted.



Sign in

License

My Profile

Thank you

My Account

## License management


Please select one of the following license options.

☐ Unity Plus or Pro

☒ Unity Personal

[FAQ - Help](#)

Next



Sign in

License

My Profile

Thank you

My Account

## License agreement

Please select one of the options below

☐ The company or organization I represent earned more than \$100,000 in gross revenue in the previous fiscal year.

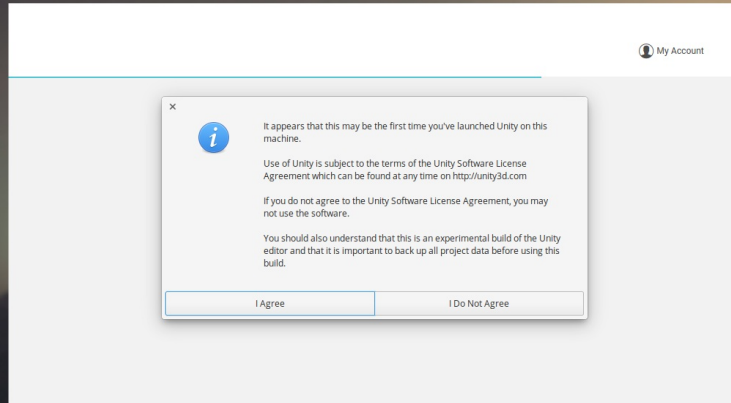
☐ The company or organization I represent earned less than \$100,000 in gross revenue in the previous fiscal year.

☒ I don't use Unity in a professional capacity.

[Why does Unity need to know this?](#)

Next

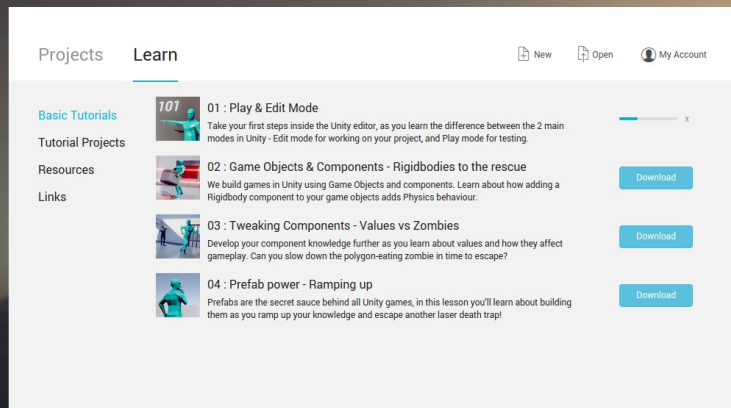




With the second license you decide which license model you want to work with. Most of the time it's Unity Personal. If you want to work professionally with the engine, you should consult a lawyer anyway. As I mentioned above, you should avoid working without a plan.

A screenshot of the Unity "Quick and easy survey" form. The form is titled "Quick and easy survey" with the subtitle "Take a couple of milliseconds to help us improve the Unity engine!". It contains three sections: "Where are you located?\*" with a dropdown menu labeled "Select or search a country/region..."; "In what capacity do you primarily use Unity?\*" with four radio button options: "Professional - I use Unity for my work", "Hobbyist - I use Unity in my free time", "Student - I use Unity as part of my education", and "Teacher/Instructor - I use Unity for educational purposes"; and "What is your primary role?\*" with a dropdown menu. The Unity logo is in the top left, and a progress bar with four steps (Sign in, License, My Profile, Thank you) is in the top right, with "My Profile" being the current step. A "My Account" link is also in the top right.

The last step is to answer some questions so that the Unity Engine can be improved. I really don't like that because I don't like to give out my data. For subsequent installations this should be omitted or you can decide against it by clicking on a certain checkbox. Fair and without **dark pattern**. After that we are finished with the complete installation.



As a beginner we should first load some basic tutorials to familiarize ourselves with the Unity engine. If we are already familiar with the Unity engine, we simply create a new project and start the software. Done. It's not so hard if you can read how it's done. If I have more time in the coming weeks I will work through some tutorials and have a look at the engine and maybe even release a demo.

